

VINEYARD TOWN NEWS

July 2009





2009 VINEYARD TOWN MUNICIPAL ELECTION

The Candidates for the Vineyard Town **2009 MUNICIPAL ELECTIONS** will be:

Mayoral Candidate: Randy E. Farnworth

Town Council Candidates:

Donald Cosney

Jeff R. Gillespie

Norman Holdaway

Wayne T. Holdaway



SUMMER CELEBRATION

In the annual review and careful planning of the Summer Celebration, the council has been aware that attendance has been low in previous years, and has decided to *cancel* this year's summer celebration until further development.

IT'S UTAH COUNTY FAIR TIME!

AUGUST 12 - 15 SPANISH FORK FAIRGROUNDS

There will be plenty of family friendly fare at the Fair! 40 carnival tickets for \$18 are available at @ Macey's Grocery Stores; Demolition Derby Tickets can be purchased separately. There will be <u>Free</u> parking, fair admission, entertainment, admission to exhibits, livestock & horse shows, an antique tractor pull, heavy equipment rodeo, ranch rodeo, other exciting family activities AND a food court with family friendly prices! For more information, visit their website at



GAMMON ROAD



development of our lovely community. Feel

free to contract the Town Clerk at (801) 226-1929 if you have any questions.

NEWLY UPDATED PROPERTY REZONE – former Geneva Steel site

The Town Council recently adopted a rezoning map for the former Geneva Steel site. All residents are encouraged to stop by the town hall to see the changes that were made.

DEVELOPMENT UPDATE

TO ENCOURAGE RESIDENTIAL DEVELOPMENT IN VINEYARD, THE TOWN COUNCIL RECENTLY APPROVED AN ADJUSTMENT OF IMPACT FEES FOR UP TO 25 BUILDING PERMITS IN *THE LAKES AT SLEEPY RIDGE* DEVELOPMENT. THEY HAVE LIMITED THESE PERMITS TO BE ISSUED ON OR BEFORE DECEMBER 31, 2010.

VINEYARD RECYCLING

Through the request of residents, the Vineyard Town Council carefully considered recycling on July 8, 2009, and they decided that recycling would not be cost effective at this time.

Character is like a tree and reputation is like a shadow, the shadow is what we think of it; the tree is the real thing.

